CS 1371: Introduction to Game Development

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Course Description
This course is an introductory overview of electronic game development processes, including the historical context, content creation strategies, and future trends. The course will also explain how games are produced, tested and released. The game industry is the fastest growing segment of the entertainment market and an excellent field for career advancement.

Required materials (i.e. textbooks, software, etc)
Required Course Packet is available in the ASU Bookstore.

- You must have an adequate computer and Internet connectivity in order to participate fully in the class. A table describing supported browsers can be viewed on Blackboard's support site.

Prerequisites
There are no prerequisites for this course

Technical skills required for the course
Students must be able to operate a computer and have the necessary technical skills to navigate around the world wide web.

Time spent on this course
- Students can expect to spend a minimum of 6 hours per week to complete all the readings and assignments.
- The time needed for adequate study and understanding of the course material, as well as discussion posts and critical thinking for all exercises and papers amounts to between six and seven hours per week.
Goals, Objectives, and Outcomes

Demonstrate the ability to describe the parts and components of a computer game, including graphics, animations, dynamics and logic.

Method of Assessing Outcomes

Demonstration of projects (see course packet and unity3d.com website for project details)

<table>
<thead>
<tr>
<th></th>
<th>Project</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>BouncingBall</td>
<td>5</td>
</tr>
<tr>
<td>2</td>
<td>Colliders_Example</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td>PeaShooter</td>
<td>10</td>
</tr>
<tr>
<td>4</td>
<td>RayCast_Example</td>
<td>10</td>
</tr>
<tr>
<td>5</td>
<td>RollABall</td>
<td>10</td>
</tr>
<tr>
<td>6</td>
<td>SpaceShooter</td>
<td>20</td>
</tr>
<tr>
<td>7</td>
<td>Tanks</td>
<td>20</td>
</tr>
<tr>
<td>8</td>
<td>Flight Simulator</td>
<td>20</td>
</tr>
<tr>
<td></td>
<td><strong>Total points:</strong></td>
<td><strong>100</strong></td>
</tr>
</tbody>
</table>

Grades

Grades are based on the percentage of points you earn. You can do the projects at your own pace but keep in mind: a) you will be falling behind if you do not complete at least one project every 2 weeks; b) the first few projects are relatively easy, and the last few are relatively difficult; c) the Flight Simulator project is a lot easier than Space Shooter and Tanks.

Criteria for Grading:

- 90-100%  A
- 80-89%    B
- 70-79%    C
- 60-69%    D
- Below 60% F

Final Exam

- This course does not require a final examination.

Administration

- Students may receive occasional emails from the course instructor and are expected to respond promptly.
- Attendance is not taken. However, failure to participate or communicate on the part of a student will result in an appropriate reduction of your grade and possible failure of this course.

Late work

Late assignments will be considered at the discretion of the instructor, but as a general rule a late assignment is worth at most 80% of its original value if it is posted up to one week late, and at most 50% if it is more than one week late. Please submit your assignments on time and stay in sync with the flow of the class.
Policy on incompletes
  • From the ASU Catalog:
    The grade “I” is given when the student is unable to complete the
    course because of illness or personal misfortune. An “I” that is not
    removed before the end of the next long semester automatically becomes
    an “F”. Students will be allowed one year to remove a grade of “I”
    before it automatically becomes an “F”. To graduate from ASU, a student
    must complete all “I”’s.

University Policies
Academic Integrity
Angelo State University expects its students to maintain complete honesty and
integrity in their academic pursuits. Students are responsible for
understanding and complying with the university Academic Honor Code and the
ASU Student Handbook.

Accommodations for Disability
The Student Life Office is the designated campus department charged with the
responsibility of reviewing and authorizing requests for reasonable
accommodations based on a disability, and it is the student's responsibility
to initiate such a request by contacting the Student Life Office at (325)
942-2191 or (325) 942-2126 (TDD/FAX) or by e-mail at Student.Life@angelo.edu
to begin the process. The Student Life Office will establish the particular
documentation requirements necessary for the various types of disabilities.

Student absence for religious holidays
A student who intends to observe a religious holy day should make that
intention known in writing to the instructor prior to the absence. A student
who is absent from classes for the observance of a religious holy day shall
be allowed to take an examination or complete an assignment scheduled for
that day within a reasonable time after the absence.